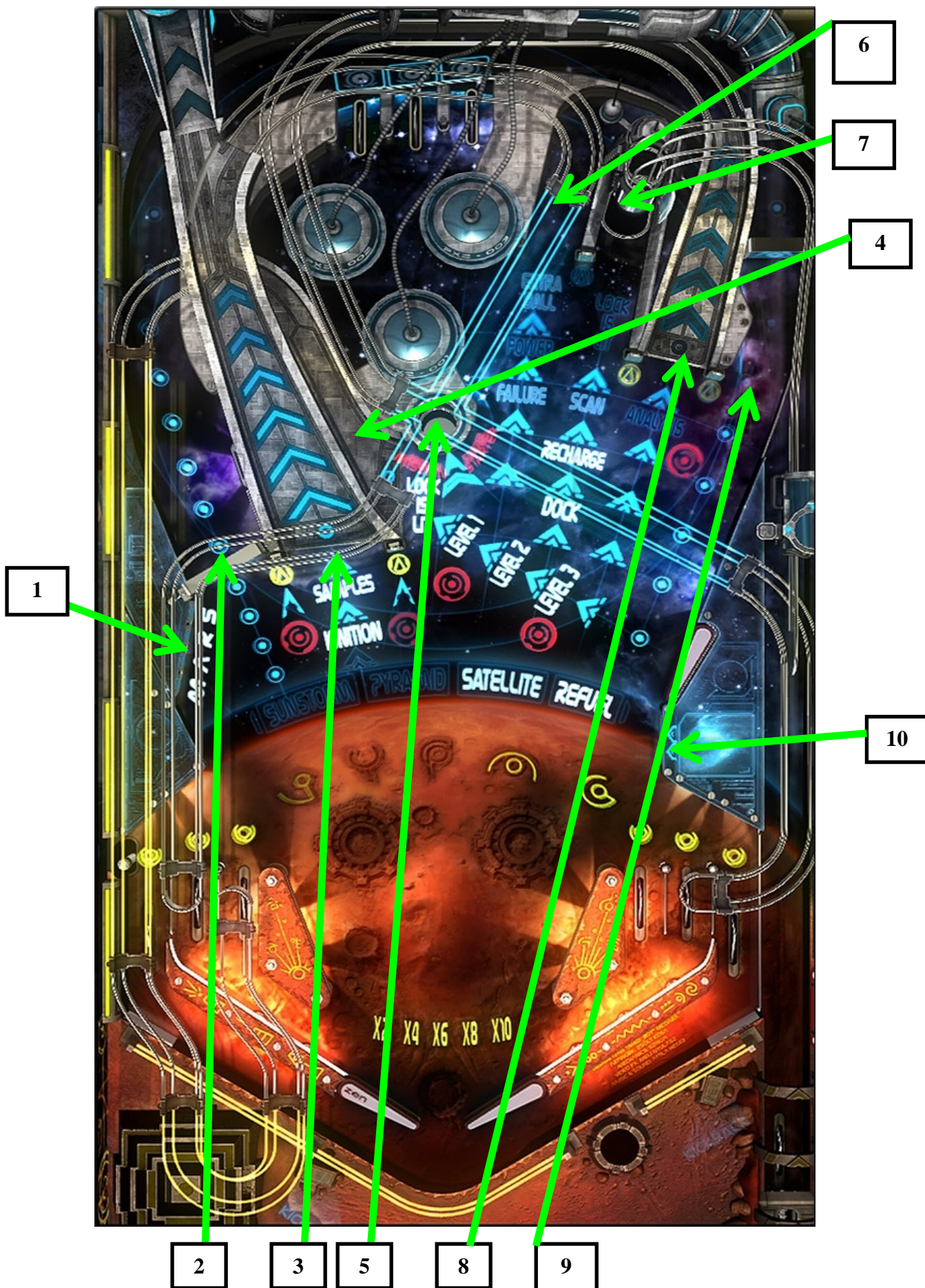


# Mars Table Guide By ShoryukenToTheChin



## Key to Table Overhead Image – Thanks to [Cloda](#) on the Zen Studios Forums for the Image

1. MARS Targets
2. Left Orbit
3. Shuttle Ramp
4. Pyramid Ramp
5. Mission Hole
6. Mini-Orbit
7. Satellite Up-Kicker
8. Spider Ramp
9. Right Orbit
10. Galaxy Targets

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

## TABLE SPECIFICS

### Introduction

This Table is one of the most visually appealing Tables in Zen library of Tables, originally only available on Zen Pinball on PS3. This Table has been brought over to the Pinball FX2 Platform on Xbox 360. There have been slight modifications through this transfer like the Table Interruptions occurring less often as its Zen Pinball Brother.

The Table has a lot of variation when it comes to Mission Modes which we will get into further in this Guide. The Background Music is awesome and really gives that eerie feeling of being alone in Space, the changes in Tempo when certain events occur is pure brilliance but funny enough they can lead you to rushing and losing the Ball.

**Download Now!!!**

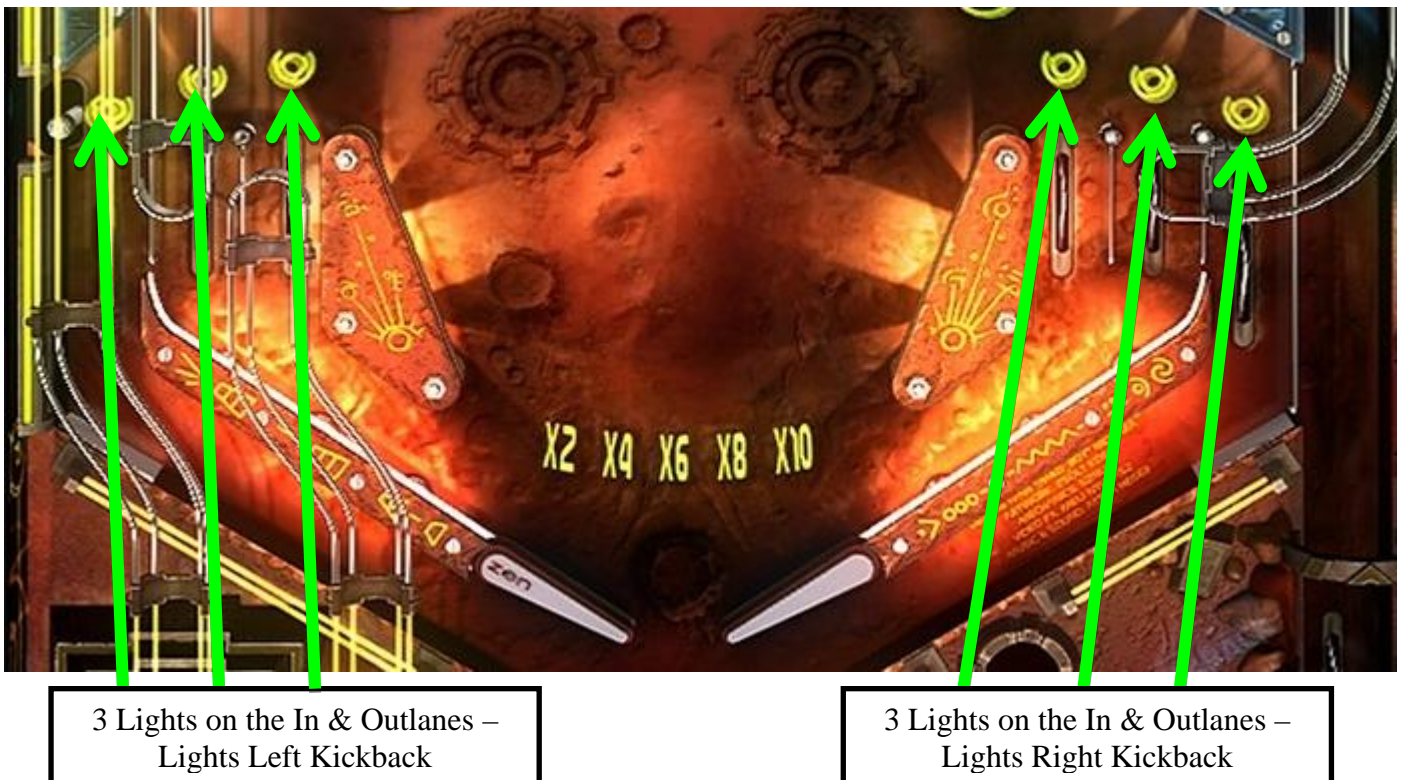
## Kick Back & Ball Save

**Kickback** \*Note – On this Table if you lose the Ball, the Kickbacks you have activated remain lit\*

This Table has only 2 Kickbacks which is located on the Left & Right Outlanes.

- To activate the Left Kickback you must light the 3 rollover lights on the Left Outlane and 2 Left Inlanes.
- To activate the Right Kickback you must light the 3 rollover lights on the Right Outlane and 2 Right Inlanes.

Shown below you can see where these are located –



3 Lights on the In & Outlanes –  
Lights Left Kickback

3 Lights on the In & Outlanes –  
Lights Right Kickback

**\*Tip for getting Kickbacks lit safely – Hit the Mission Hole (5) it will either drop the ball on the Left or Right Inlane (The Inlane closest to its Outlane). Note - that some Missions will not allow this Mission Hole (5) trick to work.\***

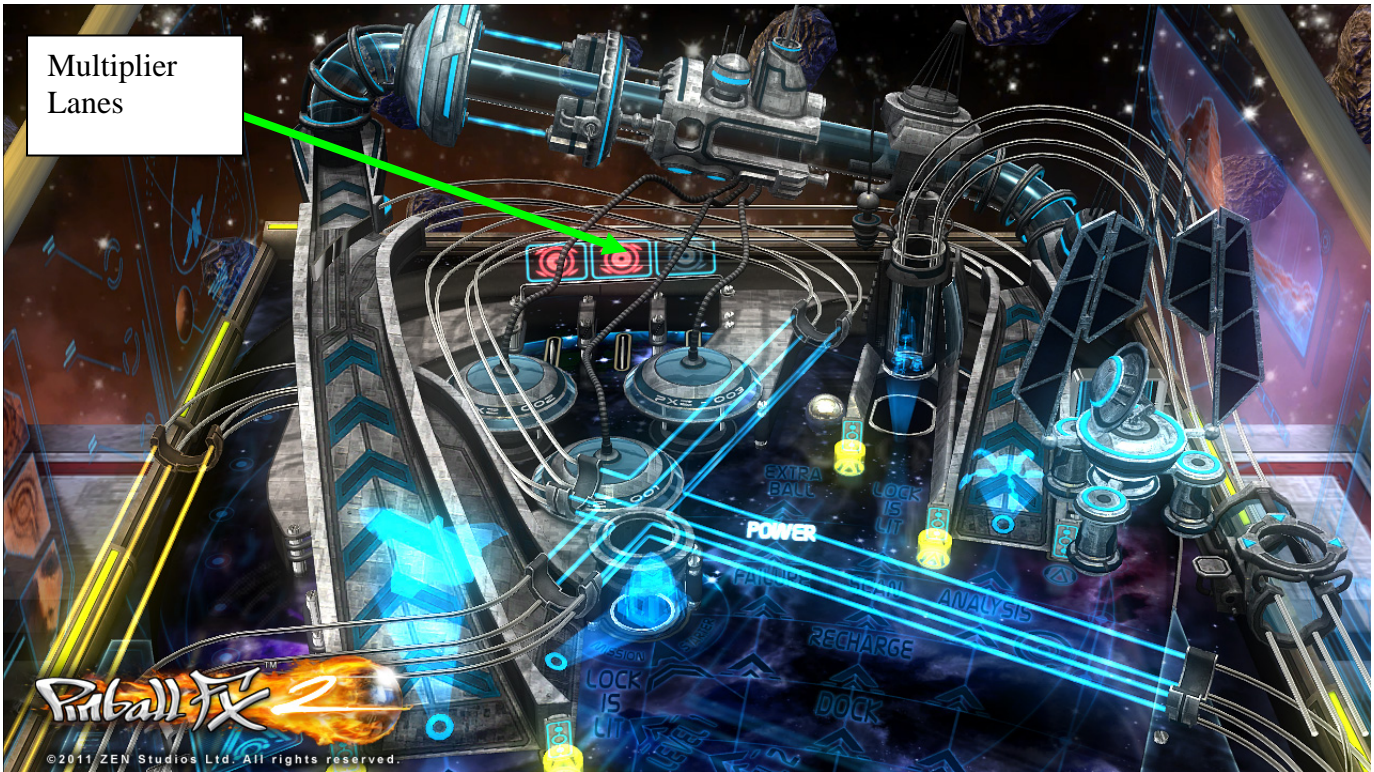
### Ball Save

Now this is activated by hitting the 5 Targets that are located on these Ramp entrances – Shuttle Ramp (3), Satellite Up-Kicker (7) & Spider Ramp (8). Once all 5 have been successfully hit the Ball Save will be activated.

Ball Save is also rewarded at the start of some Missions.

### Raising the Multipliers & Extra Ball \*Note – On this Table if you lose the Ball the Multiplier resets\*

To raise the Multipliers on this Table you must get to the back centre of the Table. This is the area where the Ball drops from the Orbit onto the Bumpers. Notice that there are 3 red lights that look like Bullseyes. Here there are actually 3 small lanes which the Ball must go through one of these every time it lands on the Bumpers. Now lighting all 3 of these is simple it's the same process as lighting the Kickback lights, use the Triggers on your Controller to alternate which lights are lit and this should allow all lights to eventually become lit. The Lanes can be seen on the below Image –



Light up all 3 and your Multiplier will increase by x2 so for example 2x then 4x etc. Once you reach a 10x Multiplier, the Extra Ball light in front of the Mini-Orbit (6) will light up. Hit it to claim the Extra Ball.

Now some Missions like the Pyramid Leveling Up has the Orbits locked so it will be a good opportunity to try and do this, because usually the Orbit is open and when hitting the Left Orbit (2) or Right Orbit (9) the Ball will just travel all the way round.

## **Table Interruptions: Occurs every 500 seconds or so**

Below I will detail those events thus giving you an explanation on how to complete them. Note that there is no penalty for not completing any of these Missions, but some of them have to be completed to continue with the game; also don't get worked up by some of them saying 'HURRY UP!' because it will put you off your game.

- **Special Events:**

As you play your Game you will notice on the Dot-Matrix some sort of Countdown occurring and you'll be wondering what that for. It counts down from 500 Seconds if I remember correctly, now when it reaches 0 you will witness a Special Event being triggered.

This Table loops between two Special Events which is shown below, it will always start with Frozen Ship.

- Frozen Ship - You will be playing this Mission with a Blue Ball which is Cool.... Pun intended. Hit the Shuttle Ramp (3) or the Spider Ramp (8) to start a 45 or so second countdown. After you must spin the Spinner which is located on the Right Orbit (9) entrance this will also cause the Ball to hit the Bumpers. You can usually do this in one shot round the Orbit.

- Oxygen - A 45 or so second timer will start automatically, hit the Orbits to spin the Spinner on the entrance of the Right Orbit (9) and hit the Bumpers while traveling through.

- **Zero Gravity:**

This Event occurs when you hit the 2 Bumpers just above the 2 Bottom Left and Right Flippers a total of 20 times. You are then given Multiball, you can then score some jackpots and then after a certain amount of time has passed, the Gravity decreases. The remaining Balls will just float over the Table for a while and you just have to sit back and wait. This Mode only ends if you go down to 1 Ball and you can't lose any Balls when the Gravity decreases, trust me it's annoying, lol.

- **Mini orbit Missions:**

Hitting the Mini-Orbit (6) about 4 or so times will start one of its Missions. Again it will loop between 2 Missions, always starting with Power Failure.

- Power Failure - During this Mission you have 30 seconds to recharge the Ship's Batteries. To charge the Batteries you must spin the Spinner which is located on the Right Orbit (9) entrance this will also cause the Ball to hit the Bumpers, It usually only takes one or two hits.

- System Failure - The whole system fails and to restart it you have to hit the Shuttle Ramp (3), Spider Ramp (8), Mini-Orbit (6), Pyramid Ramp (4), then Mission Hole (5). No timer so you have to complete this Mission once it has activated.

- **Space Station**

this is activated when you hit the 2 Targets at the entrance to the Shuttle Ramp (3) and then hitting the Shuttle Ramp (3). Once this Mission starts you have 20 seconds to install 4 Components on your Space Station remember you gain a bit of time back after each successful hit. You install the Components by hitting the Left Orbit (2), Right Orbits (9), Mini-Orbit (6) and the Spider Ramp (8).

- **Portals of Light**

to activate this Mission you must hit the MARS targets (1) once all 4 MARS targets are hit the Mission begins. You will notice that Portals will appear all over the Table, you now must shoot the Ball through 10 Portals before the timer runs out to complete this Mission. I will admit when you

first activate this Mission you will be like 'WOW!' but be careful this Mission causes a lot of Ball lost moments, trust me on that!

## Table Sub-Missions and Main Missions

To start a sub-Mission, all you have to do is hit the accompanied ramp once to activate it and a second time to start the Mission. For example the Shuttle Ramp (3) will start the Samples Sub-Mission once completed you then have access to the Ignition Sub-Mission then after that the Main Mission is available via the Mission Hole (5).

After completing all required sub-Mission for the main Mission you are trying to access, the Mission Hole (5) will light up with a Red glow. Hit that to activate the Main Mission, note that if you're at a point where you have multiple Main Missions available to you, once you hit the Mission Hole (5) it will then start a 20 second timer. Now you must choose the Mission you want to play by hitting the Orbits \* Left Orbit (2) & Right Orbit (9)\* or start the one you want by hitting the Mission Hole (5) again.

### **Shuttle Ramp:**

Hit the Shuttle Ramp (3) to activate it, and hit it a second time to start the next-in-line Mission. Be careful as after you've activated the Shuttle for the first time, it will fly over the Table thus blocking your view and violently shaking the Table. I have lost a Ball because of this no lie.

- **Sample: Sub Mission**  
Once this begins a Magnetic Arm will erect from the shuttle and will come to rest on one of 5 set locations on the Table. Hit it before the 15 or so second countdown runs out to gain 1/5 Samples you need to collect, after that the location of the Arm will change. Repeat this 4 more times to gain all the remaining 4 Samples. After you have hit the Arm 5 times the Mission will be completed.  
**\*Note - Don't worry if you run out of time, as you're progress will be saved but I think this only counts for the Ball you activated the Mission with but not sure.\***
- **Ignition: Sub Mission**  
Once this Mission starts, the Mission Hole (5) will light up you need to hit the Ball into that, after that the Shuttle Ramp (3) will need to be hit, then Spider Ramp and lastly the Mini-Orbit (6) will need to be hit. Simply hit all of those to complete the Mission.  
Just like after activating the Shuttle for the first time, it will fly away upon completion of the Mission, blocking your view and shaking the Table. So no falling asleep at the wheel, come on!
- **Sunstorm: Main Mission**  
This Mission requires you to guide the Shuttle through a Sunstorm that radiation is Dangerous you know! To do this you must Guide the Shuttle in the indicated directions which are shown on the Table by the Ramp etc. being lit. There are Ten Waves of Solar Flares which last for 10 seconds; The Waves alternate from Left to Right. Make sure to hit at least once Ramp or Orbit at least once on each Wave or the Mission will fail and you will have to restart the Mission losing all your previous Wave survivals. **\*Tip - would be to hit a ramp you have ease with then hold the Ball till the next alternate from Left to Right happens.\***

On the Left of the Table you have:

- MARS targets (1)
- Left Orbit (2)
- Shuttle Ramp (3) **\*Easiest Ramp\***
- Pyramid Ramp (4)

And on the Right of the Table:

- Galaxy Targets (10)
- Right Orbit (9)
- Spider Ramp (8) \*Easiest Ramp\*
- Satellite Up-Kicker (7)
- Mini-Orbit (6)



## Pyramid Ramp:

Hit the Pyramid Ramp (4) once to activate it and again to begin the 1<sup>st</sup> stage of the leveling Mission. As long as you do not lose your Ball, you do not have to activate it again thus just hit the Pyramid ramp once to level up again.

- **Leveling (x3): Sub Mission**

Simply score 10 Bumper hits to advance a level. The Orbits are blocked, making it even easier. After leveling up for the 3<sup>rd</sup> time, the Pyramid Main Mission will become available at the Mission Hole (5).

- **Pyramid: Main Mission**

This Mission is a 3 Ball Multiball challenge; this Mission will have most Players on their Knees. I honestly believe that most of this Mission is luck based, so pray that Today is your day. Now to complete this Mission you must hit 6 randomly lit Ramps in addition to hitting the 4 MARS Targets (1) & 2 Galaxy Targets (10) when they are flashing without losing more than 1 of the 3 Balls in play.

Now this is quite Hard to do, this Mission doesn't have a timer so it's just about endurance really. I would say your best bet of completing this Mission is to just focus on keeping the 3 Balls alive as long as possible because you will be more than likely hitting the Objects you need to be hitting like the Ramps etc. **\*Note -the more you activate this Mission the more used to the 3 Ball Multiball thus you keep them alive longer.\***

If you find yourself going down to 2 Balls you will need to adapt your tactics a touch. Try to catch both on the Balls on the Left & Right Flippers, but remember don't force the capturing of the Balls or you are going to lose 1 then you will have to restart the Mission. Now try to hit the remaining Targets - MARS Targets (1) & Galaxy Targets (10), you may notice you have some Ramps etc. that you need to hit I advise you to get the Targets done first but go ahead and do this part however it suites your play style. To hit the Targets you need to make very late aimed shots at the Targets with the Ball held with one of the Flippers. Try to do this with the other Ball on the Top of the Table perhaps going up a Ramp because if both are held at the same time while trying to hit a Target you can end up hitting the Ball out for a drain.

**\*Tip - I found a good way to hit the MARS targets is to hit the Left Orbit (2), and keep your top flipper elevated, this will usually send the Ball in the direction of the MARS targets (1). You can hit the top Galaxy Targets (10) directly with a semi-late Left Flipper shot. If you hit it too late on the Flipper you'll end up hitting the Bumper and then you may lose the Ball. If you have a Ball Save activated remember..... TAKE RISKS!\***

With some luck you will finally manage to complete all the shots and targets, you will know this because the "lock is lit" will light up in front of the Pyramid Ramp (4). The final part of this Mission requires you to lock all your Balls in the Pyramid. If you're still on 3 Balls (I tip my hat off to you if you are), you're allowed to drain one of them which I would strongly recommend. Try to hold the Balls often if you can and send one of the Balls round the Left Orbit (2) (Use the Left Flipper) and then time your Top Right Flipper shot into the Pyramid Ramp. Having one Ball on each of the flippers is the best way to do this as you can safely try to hit the Pyramid Ramp knowing the other Ball is safely being held by the Right Flipper. After locking your 1<sup>st</sup> Ball (or 2 Balls in case you decided not to drain one, which is Madness by the way). You will now only have one more Ball to lock into the Pyramid hit it into the Pyramid Ramp (4) to complete this truly epic Mission which I think is one of the hardest I have ever come across. Man if you lose the Ball at this stage I really am sorry for you, trust me I know the Pain of that.

**\*Note - that you will fail this Mission many times but keep trying and eventually you will complete it. I know I wanted to throw my Pad into my screen a number of times when I just had to lock the Balls into the Pyramid and failed.\***

## Satellite Up-Kicker:

The first hit to the Satellite Up-Kicker (7) will activate it, the second will start the next-in-line Mission. The Kickbacks are a must when trying to make the Satellite Up-Kicker (7) shot especially the Right one, trust me on that.

- **Scan: Sub Mission**

To complete this Mission you will need to hit the Shuttle Ramp (3), Spider Ramp (8) and then the Mini-Orbit (6). When you have done just that the Satellite will then project a Blue light on the Galaxy Targets (10) and then the 2 Orbits \* Left Orbit (2) & Right Orbit (9)\* will light up. Hit both of them to complete this Mission.

- **Recharge: Sub Mission**

Now to complete this Mission you need to find the correct switch 3 times. You do this by hitting the Ball up the Shuttle Ramp (3), Spider Ramp (8), Pyramid Ramp (4) and Satellite Up-Kicker (7). Hit the wrong one and you'll get the "Wrong switch" message displayed on the Dot-Matrix, hit the correct one and a voice will say "Awesome" and you'll advance to the next. Just hit all the lit stuff until you find the 3 correct switches and you will complete this Mission.

- **Dock (This needs to be done 3 times): Sub Mission**

This Mission is basically a lock the Ball gig, when this is activated you have about 20 seconds to hit the Satellite Up-Kicker (7) again to lock a Ball. You must Then repeat the above process 2 more times thus Locking 3 Balls and the Satellite Main Mission will become available.

**\*Note - that Like with the Pyramid leveling Missions, if you do not lose a Ball, you will not have to activate the Satellite again between dockings.\***

- **Satellite: Main Mission**

This Mission is a 4 Ball Multiball challenge, this Table loves its Multiball doesn't it lol. You will notice upon starting this Mission that all the Ramps and Orbits are lit up like a Christmas Tree. The goal of this Mission is for you to travel 600 Light-Years. Now to travel that distance you need to hit 6 of those 7 Ramps/Orbits. Now you will know when you hit one because you will hear 'Jackpot!' every time you have hit one. Once 6 are hit the Mission is completed.

**\*Note - When you're down to 1 remaining orbit/ramp, they will all light up again giving you the chance to score some more points. But the Mission is already completed.\***

**Spider:**

Hit the Spider Ramp (8) once to activate it and a second time to start the Analysis Mission.

- **Analysis: Sub Mission**

When this Mission begins the Space Spider will jump onto one of the Bumpers just above the Bottom Flippers. It will then shoot a beam of Light uncovering a Symbol. You need to hit that Symbol which you have 15 or so seconds to do so. Once that is done the Beam will move and uncover another Symbol, do this another 4 times to complete the Mission. **\*Note - Like the 'Sample' Mission in the Shuttle series, your progress is saved if you happen to run out of time but I am sure you need to not lose the Ball in which you started the Mission for it to remember. Once again not sure.\***

- **Refuel: Main Mission**

Now the objective of this Mission is to hit a Ramp or Orbit then the Mission Hole (5). The Ramps/Orbits alternate every 8 seconds. Repeat this for the other 2 to complete the Mission. **\*Note - This set of Sub Mission and Main Mission is the easiest on the Table.\***

## **WIZARD MODE (Lost Civilization)**

When you have successfully completed all 4 Main Missions, the Lost Civilization Wizard Mode will automatically start. This Mission requires you to hunt for Artifacts. The Artifacts are represented by Greenish Glowing Objects on the Table, shoot the Ball through one of them then you should notice a 10 Million Point countdown appear on the Dot-Matrix. You need to hit the Mission Hole (5) before this reaches 0. To complete this Mission you need to do this a further 5 times, this amounts to 6 Artifacts found. Collecting the first 3 Artifacts will add a Ball to the game, so in the end you will have to deal with 4 Balls to collect the last 3 Artifacts.

**\*Failing to hit the Mission Hole (5) in time, as well as being reduced to a single ball will end the Wizard Mode\***

The only advice I can give you is make sure you are confident at hitting the Mission Hole (5) and don't panic because thinking you will complete something on your first time isn't logical.

Upon hitting the Mission Hole (5) for the sixth and final time the Wizard Mode will complete. Congrats you have successfully uncovered the Secrets of the Red Planet!!!

**\*FINAL MISSION IS COMPLETED AT THIS POINT\***

*Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda & Steviej**, I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!*

*In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you etc.*

*Check out the other Tables available to download, download via the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself.*

*Thanks for viewing my Guide, and remember PinBallers **"Keep your Oxygen Levels Stable!"***

*Yours*

*ShoryukenToTheChin*